
Subject: Re: Vector of object: cast to inherited class
Posted by [Novo](#) on Sat, 14 Sep 2019 19:39:26 GMT
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Check how code below works.

A hint: I'm not using a keyword class. I'm using struct instead. This makes code shorter and cleaner.

```
struct A {  
    A() {}  
    virtual ~A() {}  
    virtual void Hello() const {  
        Cout() << "Hello from A" << EOL;  
    }  
};
```

```
struct B : A {  
    B() {}  
    ~B() {}  
    void Hello() const {  
        Cout() << "Hello from B" << EOL;  
    }  
};
```

```
CONSOLE_APP_MAIN  
{  
    Array<A> arrA;  
    arrA.Create<B>();  
    arrA.Add(new B);  
    arrA.Add();  
    for (const A& a: arrA)  
        a.Hello();  
}
```